

AGB-APTE-USA

GAME BOY ADVANCE

THE POWERPUFF GIRLS

TM
Mojo Jojo A-Go-Go



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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GETTING STARTED

- Turn the power switch OFF on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- Insert The Powerpuff Girls Mojo Jojo™ A-Go-Go Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place.
- Turn the power switch ON. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)
- When the The Powerpuff Girls Mojo Jojo™ A-Go-Go title screen appears, press START.
- When the mode select screen appears, use the Control Pad to select PLAY GAME and press the the A Button. (For More Information on LINK GAME and OPTIONS, please refer to those sections in this instruction manual.)

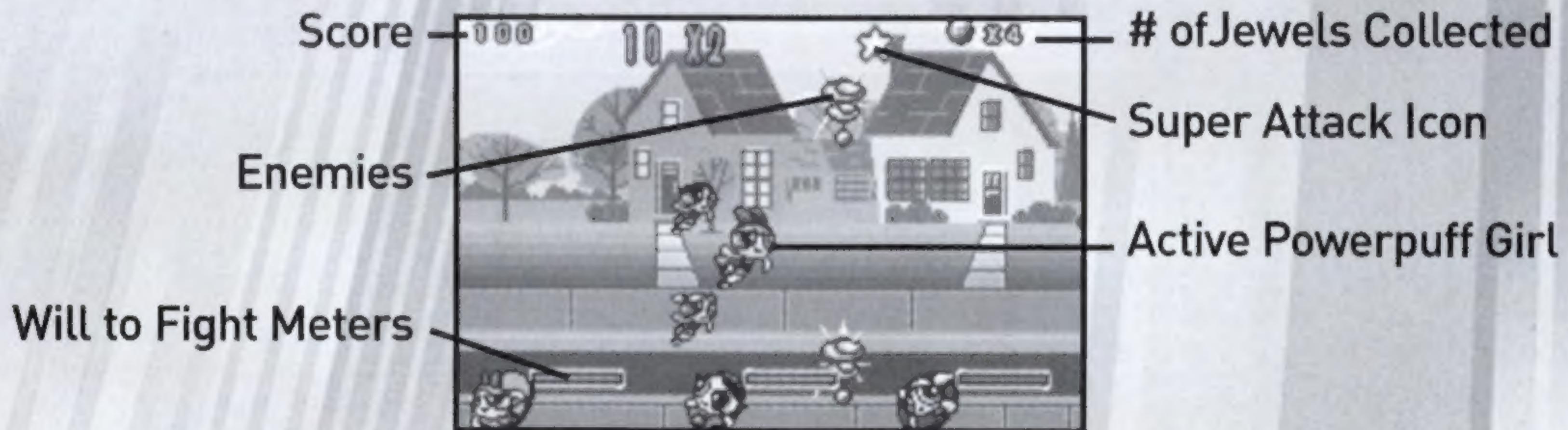
CONTROLLING THE POWERPUFF GIRLS™



Control Pad	Move The Powerpuff Girls left, right, up or down
A Button	Punch
B Button	Fire Eye Beam
L Button	Switch Active Powerpuff Girl
R Button	Launch Super Attack (Must have collected Super Attack and have all three girls).
START	Pause the Game
SELECT	(Not Used)

HIT THE STREETS!

The City of Townsville...is in CHAOS! Mojo Jojo's mechanical minions are rampaging through the city and only The Powerpuff Girls™ can save the day! Use the Control Pad to dodge The Powerpuff Girls past wave after wave of enemy fire, and then dish out payback Powerpuff-style by using eye beams and super punches to send Mojo's minions to the scrap heap.



As you speed through the streets of Townsville, only one Powerpuff Girl can attack Mojo's robots at a time. You may switch the active Powerpuff Girl at any time by pressing the L Button. Make sure that you watch the will to fight meter of the active Powerpuff Girl! If she gets hit too many times, she will lose her will to fight and one of her sisters will have to take charge!

POWERING UP THE POWERPUFF GIRLS

With thousands of Mojo's mechanical creations lurking throughout the city, what's a girl to do? Well with The Professor on their side, the girls don't have a worry in the world! He has whipped up some power-ups that can boost the girl's powers to super levels. When you see a power-up, just fly over the active Powerpuff Girl over it to add its power to your own!

BEAM UPGRADES

When a Powerpuff Girl collects a beam upgrade, it improves the strength or flexibility of her beam weapon. If the active girl already has a certain upgrade and she picks up another upgrade of the same type her abilities do not increase, but the player receives a point bonus. If you gain a beam upgrade in one level it will carry over to the next level unless The Powerpuff Girl who is using it loses her will to fight and disappears off screen.



Super Beam Upgrade

Doubles beam strength for active girl. The Super Beam Upgrade also slightly widens the Powerpuff Girl's beam weapon, increasing the chance of hitting your target.



Split Beam Upgrade

Beam changes from a single forward shot to three shots firing at different angles.



Homing Beam Upgrade

Adds two homing projectiles to the active girl's beam.

The homing projectiles will vary for each Powerpuff Girl: snowflakes for Blossom, bubbles for Bubbles, and flames for Buttercup.



Mega Beam Upgrade

Gives the active Powerpuff Girl a very powerful, longer duration beam. The beam is much wider than the standard beam attacks.

PUNCH POWER-UPS!

When a girl collects a punch power-up, it improves the strength of her punches. If the active Powerpuff Girl already has a certain upgrade and she picks up another upgrade of the same type her abilities do not increase, but the player receives a point bonus. Upgrades are conserved between levels but are lost when a girl loses her will to fight.



Super Punch Upgrade

Doubles punch strength for the active Powerpuff Girl. A blast graphic is added to each punch, signifying the extra punching power.



Shockwave Punch Upgrade

Adds a shockwave ahead of the active Powerpuff Girl while punching. Shockwave is stronger than a beam attack but shorter range.



Radial Punch Upgrade

Gives the active Powerpuff Girl the ability to fire a shockwave in all directions when punching. This decreases the likelihood of The Powerpuff Girl missing with her punch attack.



Mega Punch Upgrade

Gives the active Powerpuff Girl a very powerful, longer duration hand-to-hand attack. The Mega Punch upgrade adds the ability to fire off damaging effects from a simple punch.

SUPER ATTACKS

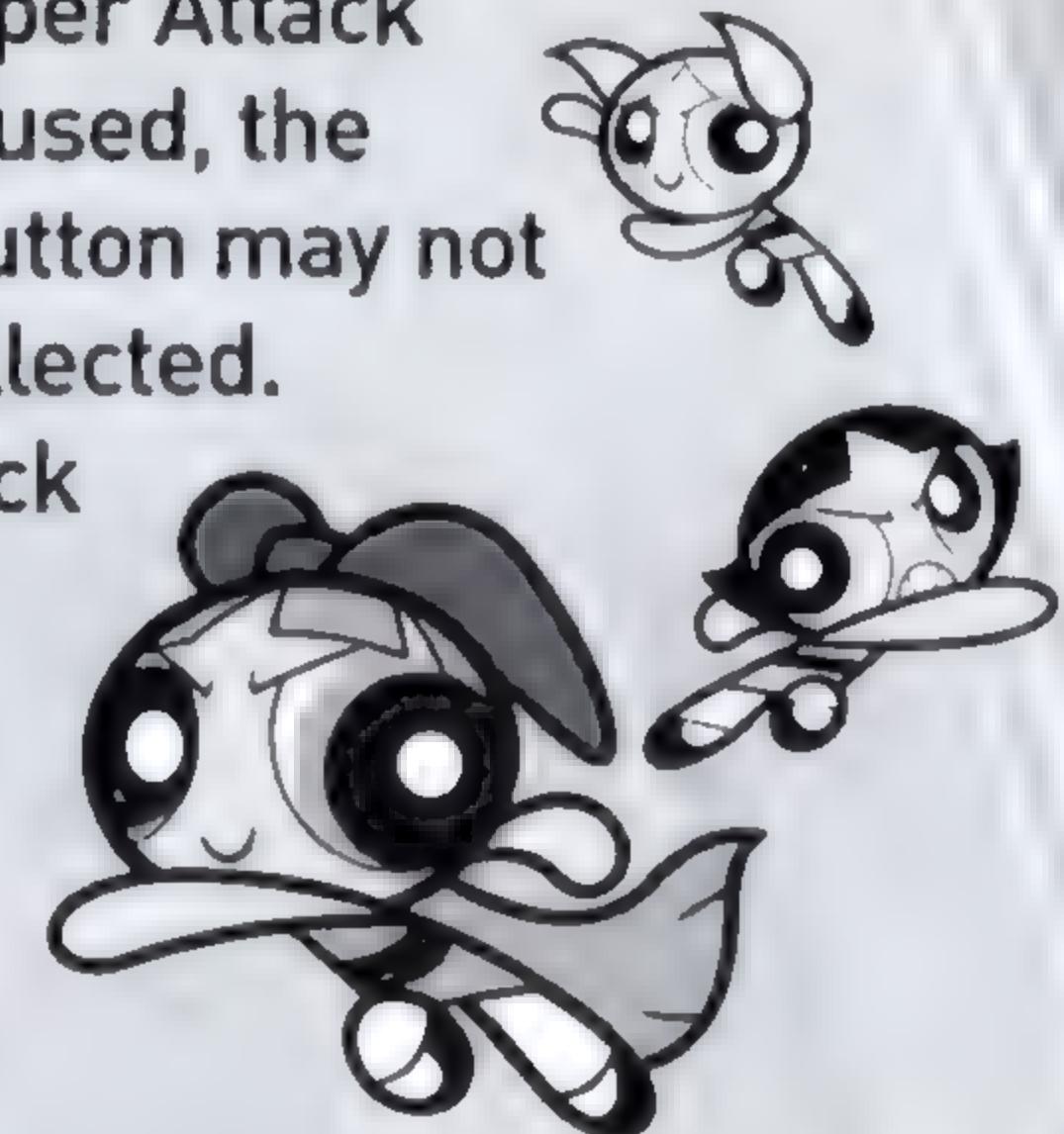
When a girl collects a Super Attack, the star icon at the top of the screen turns white. Super Attacks can only be used if all three girls are on-screen. The player may then choose when to launch the Super Attack by pressing the R Button. Once the Super Attack is used, the star icon returns to normal and the Super Attack button may not be used again until another Super Attack icon is collected.

The player may not have more than one Super Attack available at any time, if the player has one in storage and picks up another a point bonus is garnered. Super Attacks do not carry over from one level to the next.



Super Attack

Gives The Powerpuff Girls a Super Attack. Which attack is used is dependant on whether or not a boss is active, and which Powerpuff Girl is the active girl.



GAMEPLAY POWER-UPS

Each of these power-ups increases the player's gameplay or affects scoring in some manner.



Chemical X (Hit Points)

Restores the active girls lost will to fight. If the active Powerpuff Girls will to fight is full, the player is awarded bonus points.



Add-a-Girl (One Up)

Returns one Powerpuff Girl back to game play. If all the girls are available, the player is awarded bonus points.



Score Multiplier

Double points awarded for 10 seconds.

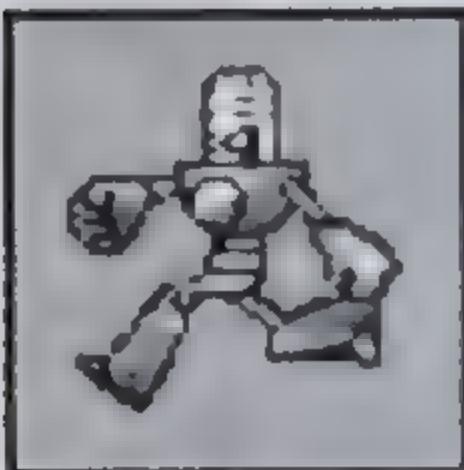


Bonus

Increases the player's current score by 500 points.

mojo jojo's minions

While the full extent of Mojo Jojo's Mojotechnology is not known, The Professor has helped The Powerpuff Girls track down some information on Mojo's mechanical minions. The Professor was not able to gather all the information, so be careful because Mojo Jojo has plenty of surprises in store!



Minion

A basic Mojo Minion. He can run and jump and is often heavily armed.



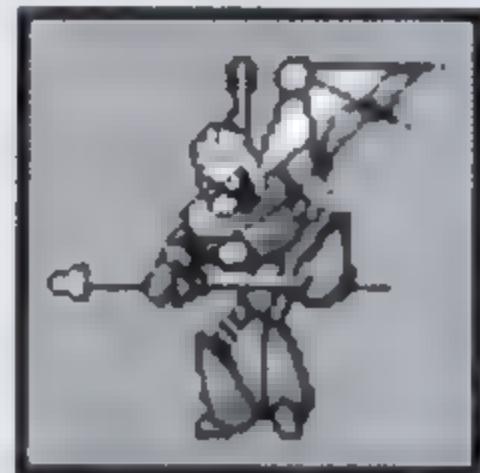
Driver Minion

A basic Mojo Minion driving a Mojotechnology car. He drives like a maniac, attempting to run The Powerpuff Girls down.



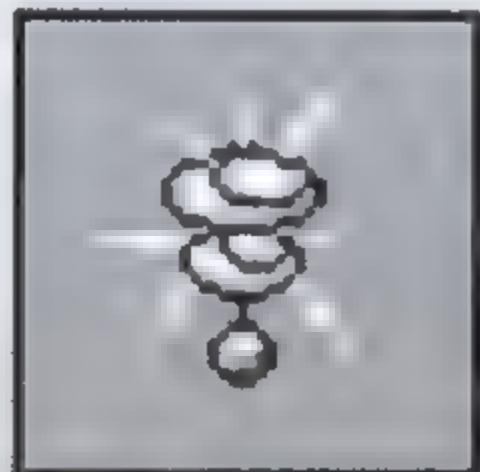
Frog Minion

A Mojo Minion in a scuba suit. He is armed with a spear gun and can move freely underwater.



Winged Minion

A Mojo Minion equipped with mechanical wings who can fly freely. Carries a wicked spear for poking The Powerpuff Girls.



Spiky Mobot

A flying robot drone covered with steel spikes. It flies slowly, acting as a dangerous moving obstacle for The Powerpuff Girls.

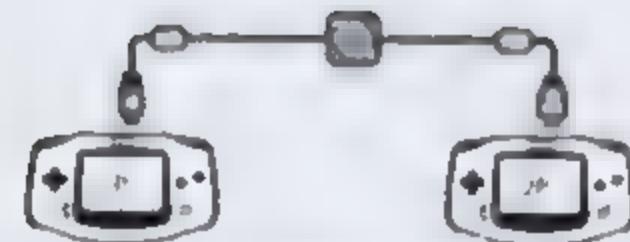


Shooter Mobot

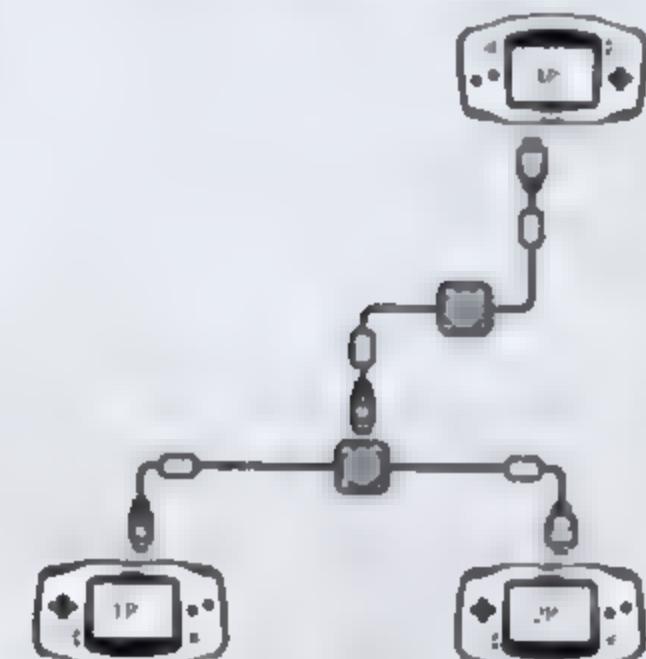
A flying robot drone armed with a weapon that shoots projectiles at our kindergarten heroines.

LINK GAME

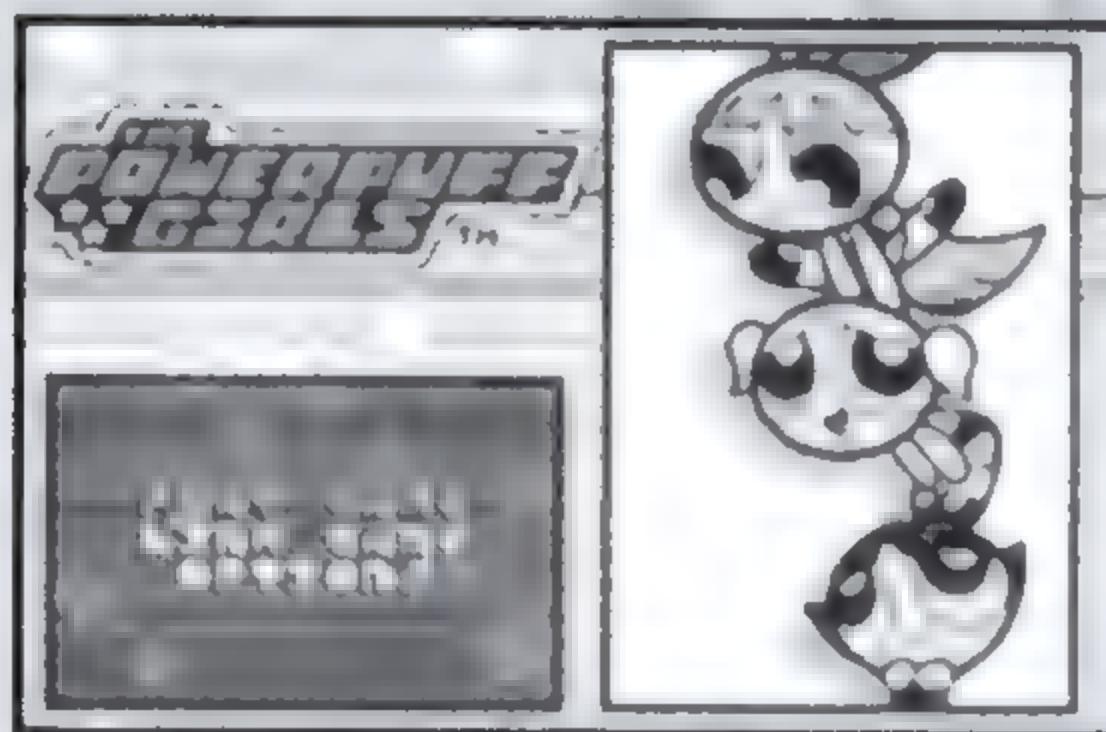
A special multiplayer link game featuring The Powerpuff Girls is available if you link two or three Game Boy® Advance systems and Game Paks together. Each player takes control of one of The Powerpuff Girls and they compete against each other in a race to get the high score.



2-PLAYER GAME



3-PLAYER GAME



To start a link game, follow the instructions on page 16:

- Turn the power switch OFF on all the Nintendo® Game Boy® Advance units.
- Insert a The Powerpuff Girls Mojo Jojo A-Go-Go™ Game Pak into the slot on each Game Boy® Advance. Press firmly to lock the Game Pak in place.
- Link the Game Boy® Advance units together using the Game Boy® Advance Game Link cable.
- Once all the Game Link cables are connected, turn all the power switches ON.
- When the The Powerpuff Girls Mojo Jojo A-Go-Go title screen appears, press START. Use the Control Pad to highlight LINK GAME and press the A Button.

(Note: It may take 5 seconds for all Game Boy Advance units to recognize each other after all players have pressed the A Button.)

- Begin the game!

OPTIONS

The OPTIONS modes allows you to change certain setting within the game. You may enter the OPTIONS mode on the main menu screen or by pressing START during game play.



To change the setting of an option use the Control Pad to select it and then press the A Button to toggle between options.

MUSIC: Turns the Background Music ON or OFF.

SFX: Turns the Sound Effects ON or OFF.

CREDITS: View the credits for the game.

EXIT: Leave the OPTIONS mode.

A GUIDE TO SCENIC TOWNSVILLE



Level 1:
The Suburbs



Level 3:
Downtown Townsville



Level 5:
**Central Park and
Volcano Mountain**



Level 2:
Townsville Harbor



Level 4:
Townsville Skyline



Level 6:
**Space: Way Above
Townsville**

HINTS

- Keep a sharp lookout for special warp zones. Enter them to find the power-ups you need to defeat your enemies.
- Use your Chemical X wisely! Before you pick up Chemical X, be sure to switch to The Powerpuff Girl with the least amount of will to fight.
- Super Attacks can devastate some of the stronger enemies. Make sure that you use them wisely.
- Collect as many jewels as you can in order to discover the secret of the blueprint.

CREDITS

**Published by: BAM!
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Narrator Tom Kenny
Mojo Jojo Roger Jackson

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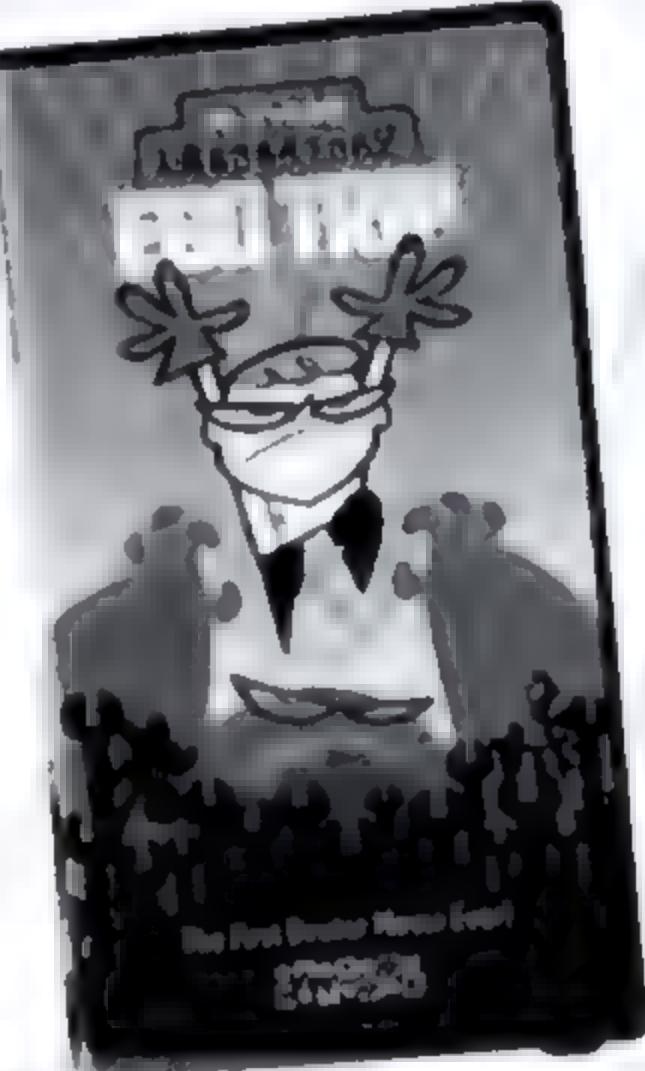
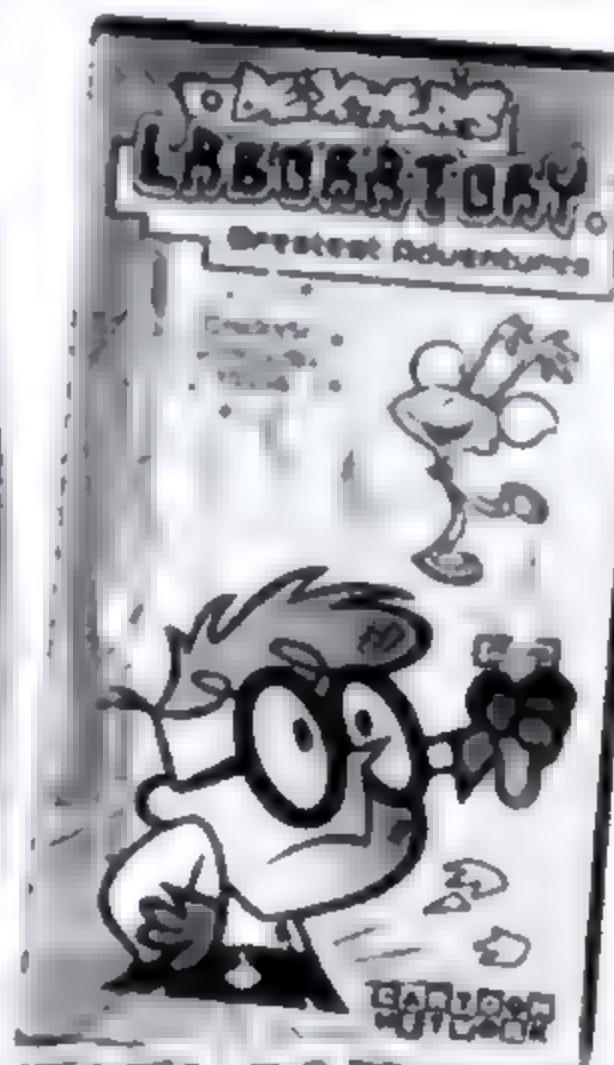
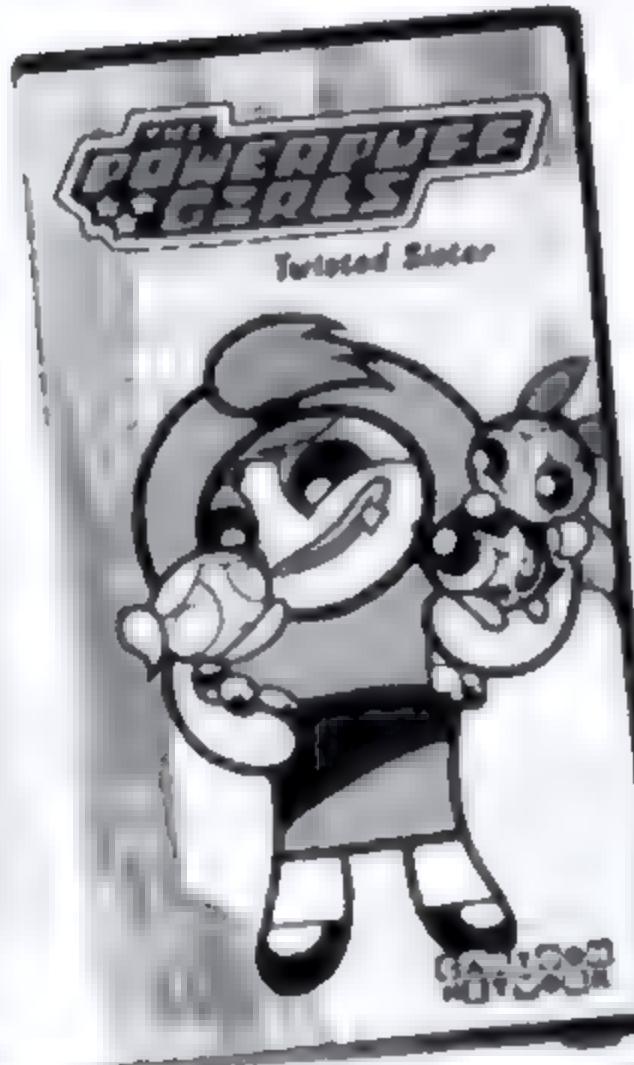
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- The Powerpuff Girls: Birthday Bash (only on VHS)
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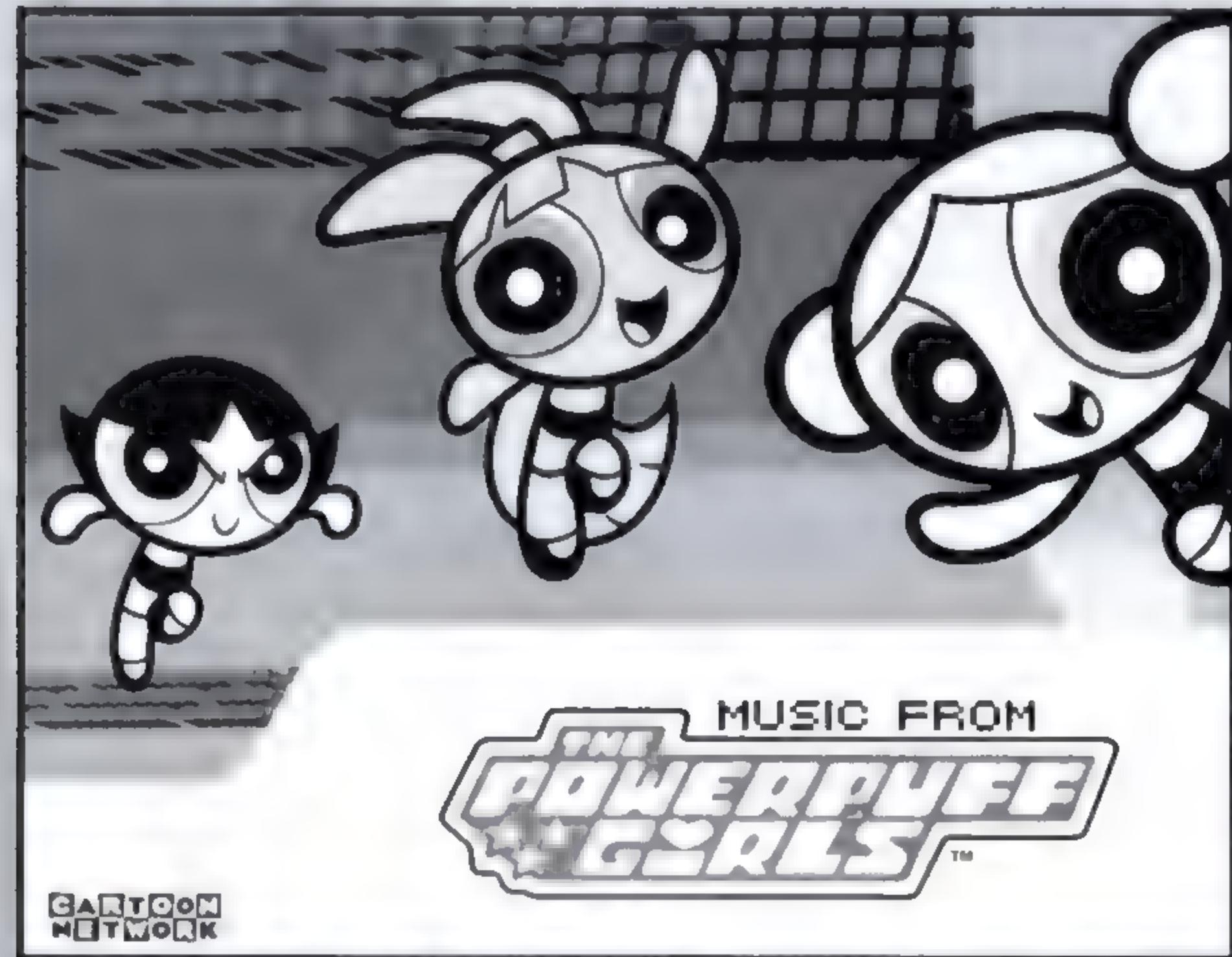
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If you like music in the game, check out the new Powerpuff Girls CD "City Of Soundsville" on Shop.CartoonNetwork.com.



Available on CD or Cassette



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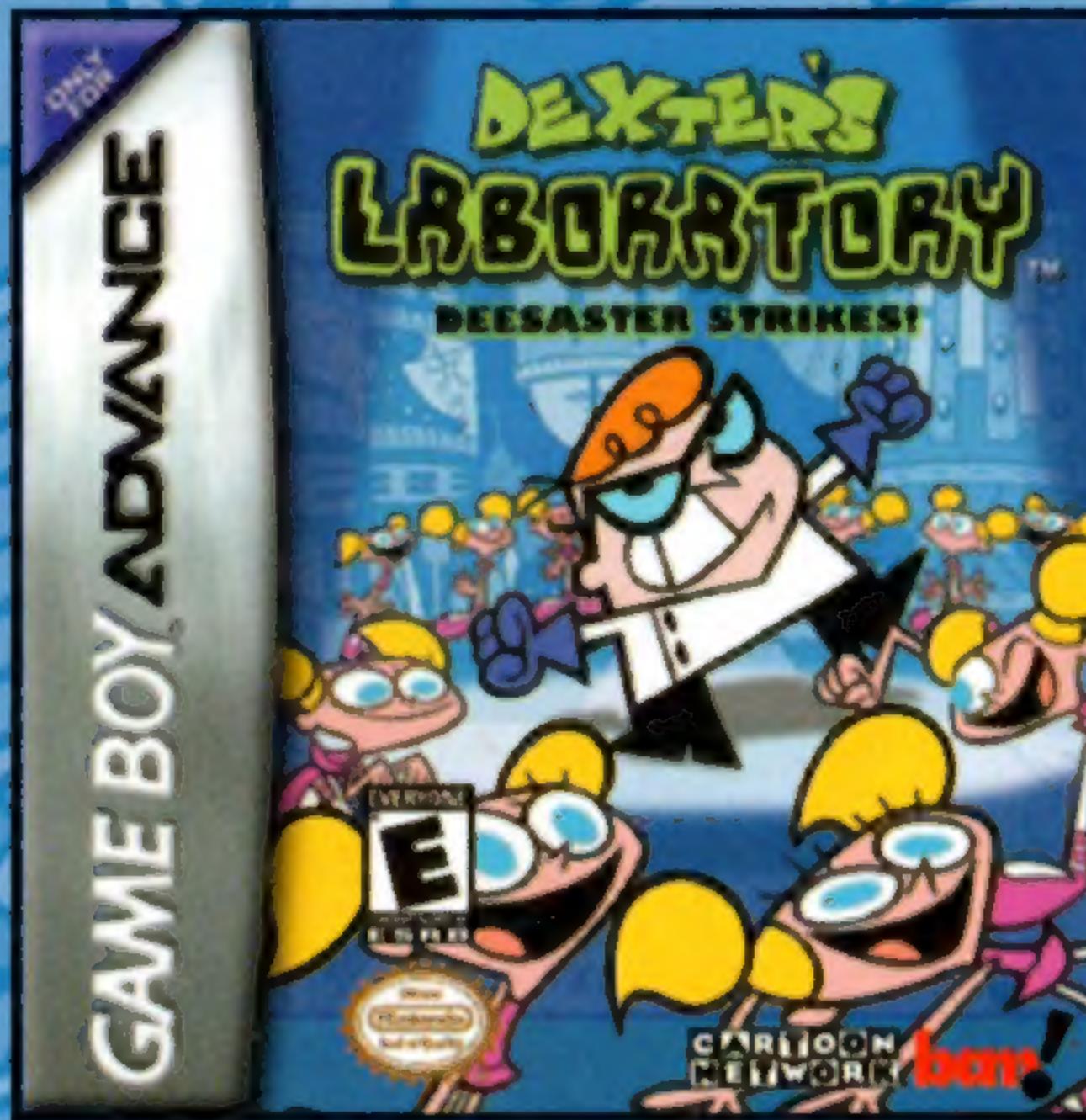
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NOTES

NOTES

notes

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